PlayStation®

NTSC U/C

R/C Stunt
COPTER™

Everyone

E
CONTENT RATED BY
ESRB

"...Top 25
Breakthrough Title"
— Next Generation Magazine

ShinY
ENTERTAINMENT

SLUS-00954
MN-PSX-1076-1

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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1) STICKS (COMMONLY REFERRED TO AS 'LEGS', AT LEAST 3 OR MORE)

2) NAILS (SCREWS, OR GLUE)

3) A FLAT SURFACE

GETTING STARTED

Setting up your PlayStation®

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the R/C Stunt Copter™ disc and close the Disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Warning: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.
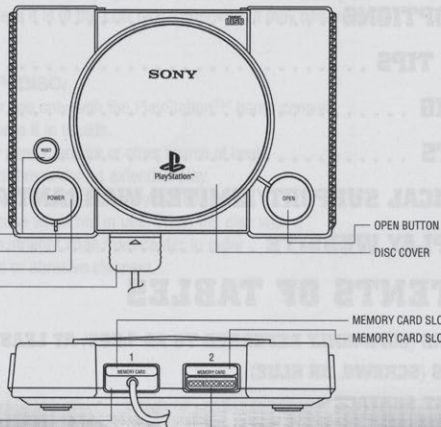
Console

Top View

- RESET BUTTON
- POWER INDICATOR
- POWER BUTTON
- CONTROLLER PORT

- OPEN BUTTON
- DISC COVER

SONY

Front View

- MEMORY CARD SLOT 1
- MEMORY CARD SLOT 2

- CONTROLLER PORT 1
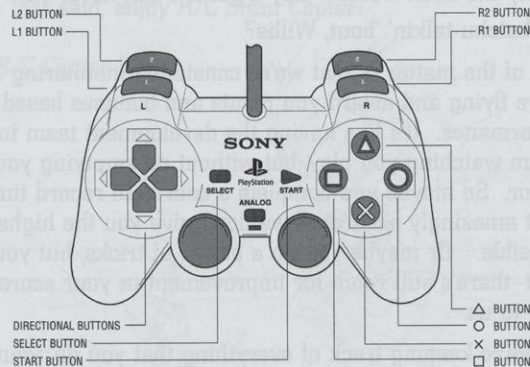- CONTROLLER PORT 2

CONTROLLERS

DUAL SHOCK™ Analog Controller

R/C Stunt Copter™ supports the DUAL SHOCK™ Analog Controller. If you are using this Controller then select the Analog mode (LED red) before commencing play.

Analog Controller

- L2 BUTTON
- L1 BUTTON
- R2 BUTTON
- R1 BUTTON

SONY

SELECT   START
ANALOG

- DIRECTIONAL BUTTONS
- SELECT BUTTON
- START BUTTON

- △ BUTTON
- ○ BUTTON
- ✕ BUTTON
- □ BUTTON

INTRODUCTION

Before we get into the meat of this manual, let me make something perfectly clear: You will NEVER beat this game. I think that's important enough for repeating: You will NEVER beat this game.

I'll wait a second while the ramifications of that sink in.

Now, I know you're saying one of three things to yourself right now:

a)   I can beat any game.

b)   Why the heck would I play a game I can never win?

c)   Whatchu talkin' 'bout, Willis?

The truth of the matter is that we're constantly monitoring how well you're flying and award you points and bonuses based on your performance. It's like having the development team in your living room watching you play, but without us emptying your refrigerator. So maybe you complete a course in record time, but you aren't amazingly accurate —we don't give you the highest score possible. Or maybe you do a bunch of tricks, but your time isn't great—there's still room for improvement in your score according to us.

Because we're keeping track of everything that you do, your score will probably never be the same twice. Can perfection be achieved? (That's something that philosophers have debated for centuries, and it's probably best if we leave that discussion up to them). For our purposes, we don't think you'll ever fly perfectly.

Don't get us wrong, we think you're probably a pretty decent gamer, but even world class R/C pilots make minor errors while flying (one minor error equals about $4000).

So what does this mean for you? Simply that you'll always have room for improvement. You can always fly faster, straighter, and perform more complex stunts than you have before – and we'll keep rewarding you for the effort you put into the game. The more you push your abilities and increase your skills, the bigger payoff you'll get in the end. Sort of like life really – but that's another discussion.

So, with that said, enjoy R/C Stunt Copter!

—The R/C Copter Team
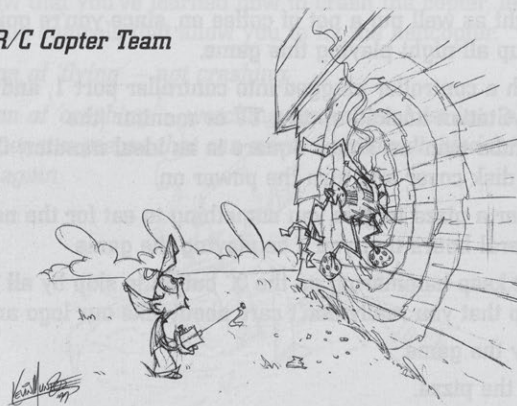
STARTUP INFORMATION

1) Evolve into a society-based bipedal creature with opposable thumbs.

2) Invent electricity, or have somebody else do that for you.

3) Buy a PlayStation. (Better yet, have somebody give you one as a gift).

4) Go see a play or visit a gallery because it's really important to support the arts.

5) Insert the R/C Stunt Copter CD into your PlayStation with the black side down.

6) Might as well put a pot of coffee on, since you're going to be up all night playing this game.

7) With a controller plugged into controller port 1, and the PlayStation hooked up to a TV or monitor (the "Jumbo-tron" in Times Square is an ideal monitor) Close the disk cover and turn the power on.

8) Order a pizza to give you something to eat for the next several hours that you'll be playing the game.

9) Just keep hammering on the 'X' button to skip by all the crap that you really don't care about (like our logo and stuff).

10) Play the game.

11) Eat the pizza.

12) Wipe your greasy hands on the carpeting or on a napkin (if you have one).

13) You missed a spot.

14) Don't forget to take the occasional break to rest – but make sure you wait at least an hour before going swimming after eating the pizza.

15) Do not take the PlayStation into the pool with you.

Sidebar: By now, you've probably started the game up, taken off, and crashed within seconds. (I bet you probably did this a few times by now, you masochist).

Well, now that you've learned how to crash the copter, let's take a look at the controls that allow you to fly the helicopter.

Definition of 'flying' – not crashing

Definition of 'crashing' – watching the copter bust into a zillion little expensive pieces that can never be reassembled into a flying vehicle again

CONTROLLER DIAGRAMS

There are 3 different ways to control the helicopter:

1) **Digital Pad** - probably the toughest way to control the helicopter, but still quite enjoyable (really).

Directional buttons

| ⇧ and ⇩ | *Collective* |
| ⇦ and ⇨ | *Rudder* |

▲ button	*Bank forward*
✖ button	*Bank backward*
■ button	*Bank left*
● button	*Bank right*

L1/R1	*Rotate Cameras*
R2	*Action Button*
L2	*Toggle Stunt Mode (Ace copters only)*
Select	*Toggle Camera Mode (Free Flight Only)*
Start	*Pause*

2) **Dual Shock™ Analog Controller** – mimics what a real R/C controller feels like. If you already fly R/C copters or want to know what it really feels like, this is the way to go!

Left Stick

| **Vertical** | *Collective* |
| **Horizontal** | *Rudder* |

Right Stick

| **Vertical** | *Bank forward and backward* |
| **Horizontal** | *Bank left and right* |

L1/R1	*Rotate Cameras*
R2 or ✖	*Action Button*
L2	*Toggle Stunt Mode (Ace copters only)*
Select	*Toggle Camera Mode (Free Flight Only)*
Start	*Pause*

3) **Telekinesis** – If you're Carrie™, Yoda™, or Yuri Geller™ this is the way to go. Just watch the screen, and make the copter move where you want. It also makes eating the pizza while playing a lot easier.

TERMS AND EXPLANATIONS

Terms and definitions useful for understanding how a helicopter stays in the air. Probably helpful for playing this game, too!

Rotor Blades

Also called "the disk". It is the helicopter equivalent of a propeller. It's the big spinning thing on top that's capable of cutting off fingers and causing lots of damage to nearby parked cars (sorry, Dave). Regardless of which way the nose of the copter is pointing, the copter will try to move in the direction the disk is pointing. If one side tilts down, the other side tilts up. Just tilt the disk the direction you want to go and wait for the laws of physics to take over.

Collective/Throttle

The pitch and lifting thrust of the main rotor blades. Increasing the collective increases the lifting thrust of the rotor blades. Pushing the collective to the maximum (forward) will have you up in the clouds. Minimize the collective and watch your copter head back to earth.

Rudder/Tail Rotor

The little blade thingy hanging off the back of the helicopter. Why is it there? Well, for two reasons: the first is that, since there's a really big engine in the body of the helicopter that's spinning the main rotors, there's an equal amount of force that would like to spin the helicopter the other way (thank Isaac Newton for that law of physics). The second reason is that it allows the helicopter to turn (rotate) without any other movement.

Cyclic/Banking

This controls the angle of the rotor blades relative to the main body of the helicopter. For example: banking to the left, causes the rotors to tilt down toward the left side of the helicopter, and pull the body of the helicopter to the left. The front of the helicopter will turn slightly towards this direction, the tail 'follows' behind the helicopter body and the whole shebang goes to the left.

Rotation

This is the ability of turning on a vertical axis without any other movement. Rotation is controlled in helicopters by the tail rotor.

Pitch

The forward and backward motion, relative to the body of the helicopter. During a hover, pitching forward dips the nose of the copter down and makes the helicopter move forward. Pitching back lowers the tail – causing the helicopter to move backward.

Yaw

Happens a lot if you've been up late playing games, no wait – that's "yawn". Yaw is best described as turning left or right (i.e. rotating).

Roll

Just like what you think it is:

Definition 1: Carbohydrates usually ingested during breakfast hours.

Definition 2: Tilting an aircraft toward the left or right, relative to the body of the aircraft
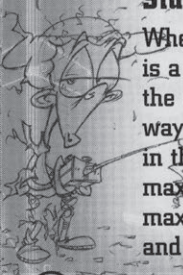
Hover

Unique to helicopters and humming birds, it is the ability to remain suspended in one specific location with no vertical or horizontal movement. (Also: Harrier Jump Jets and Harrier hawks)
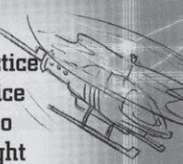
Crash

An immediate deceleration commonly caused by an object in flight coming in contact with an immovable object - such as the ground or a tree - resulting in the destruction of one or both of the objects, usually followed by several 'colorful expletives'.

Stunt Mode

When you are flying the Ace Copter and turn on Stunt Mode, there is a change in how the collective works. In normal mode holding the collective all the way down is zero thrust and holding it all the way up is maximum thrust. In Stunt Mode, zero thrust is located in the middle. While holding it all the way up will still give you maximum thrust, holding it all the way down actually gives you maximum reverse thrust. So if you flip your copter to be inverted and pull down on the collective, the reverse thrust will push your
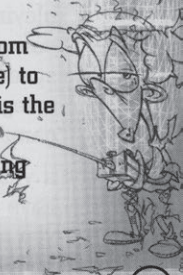
copter into the sky while upside down. This takes lots of practice to get the hang of, but you have ten Free Flight levels to practice on before you try Stunt Mode in the regular game. Learning to use reverse thrust while inverted, and positive thrust while right side up, is the key to doing the most stunts.

GAME MODES

When you start up R/C Stunt Copter™, you're given five different choices: Training, 1 Player Game, 2 Player Competition, Free Flight, and Options. While most of these things are explained in the game, we'll take a little time out here to give you a bit more information.

Training

If you've never flown a real helicopter, or an R/C helicopter, it's best to start here. You'll be guided through each skill that is necessary to successfully fly the helicopters like a master. From just moving the left stick up and down (adjusting the collective) to using both sticks in conjunction to fly the copter around, this is the place to get your feet wet. You'll be graded on how well you master the tasks, and when you complete the first three training sessions you'll be given access to the more advanced training exercises.

Note: If you do poorly, but still passable, then we'll "help" you a bit in the 1 player section of the game by adjusting the physics a little bit.

1 Player Game

This section is 'locked' until you pass the training missions. Once you've gained access to this section, you'll be challenged with 5 different stages, each comprised of 5 different levels. You must complete the current Stage of 5 levels before the next stage will be unlocked (so, save your scores!). This gives you 25 levels for each of the 4 types of copters: Rookie, Pilot, Captain and Ace. Completing all of these is the hallmark of an expert pilot! In fact once you complete them all you will get access to the super-secret Bonus level that will blow you away! (Oops! The secret's out!)

2 Player Competition

Challenge your friends to see who is the best helicopter pilot. The playing field is balanced — you'll both be flying the same copter, using identical physics. Points are scored on accuracy, time, speed, fuel remaining, stunts achieved, and several other categories. In 2 Player Competition, you must choose from the game levels that have been unlocked in the 1 Player Game.

If you are playing the two player mode with two controllers we have a special treat for you. You don't have to just be a spectator, you can get in on the action. Just use the ✖ Button to toggle

"The Hand" on and off. You can use your virtual hand to distract your competator at just the right time. The bar in the bottom right hand corner of the screen shows you how much time you can use the hand for a given level. When the bar is gone, the hand won't come out again.
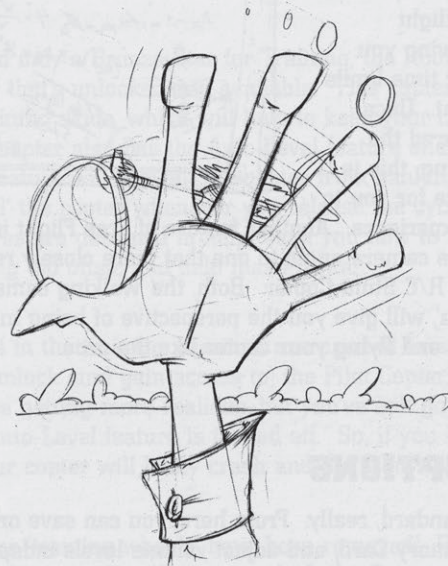
Free Flight

The name says it all. Choose a location, and practice your flying and pulling off stunts, without the flight instructor giving you directions or time limits on your flight. Once you've mastered the basics of flying, this is the best place for you to gain flight experience. Another feature of Free Flight is the ability to change the camera angle to one that more closely resembles flying a real R/C Stunt Copter. Both, the 'walking camera', and the 'fixed camera', will give you the perspective of being in the environment and flying your copter like the pros.
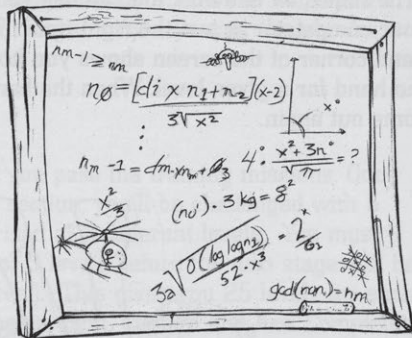
GAME OPTIONS

It's pretty standard, really. From here, you can save or load games from the Memory Card, and adjust volume levels independently for sound effects, the flight instructor, and music. You'll also have the ability to adjust the sensitivity of your Analog Controller, and turn vibration on or off, if you are playing with a Dual Shock.

The 'cow' icon gives you the opportunity to see the credits where you can check out the crazies who were responsible for making this game.

Helicopters

Rookie

If you earned only a Bronze Star for Training, the Rookie Copter is the only one that's unlocked and available. This copter is equipped with the Training skids, which will help to keep your copter in one piece. This copter also has the Auto-Level feature enabled. The Auto-Level feature will prevent the copter from banking too far, as well as 'level' the copter whenever you release the cyclic controls. These features are designed to help teach you how to fly, keep you from crashing too often, and help make it fun!

Pilot

If your score in the training missions averaged at least a Silver Star, you'll unlock (and gain access to) the Pilot Copter. Flight dynamics are getting more realistic, but you've still got the training skids. The Auto-Level feature is turned off. So, if you let go of the controls, your copter will likely crash and die a horrible death!

Captain

Hooray!!! Your 'training wheels' have been removed! Physics are at about 90% of true reality. You can unlock the Captain Copters if you have a Gold Star average in the training exercises.

Ace

Oh yeah, this is the one you've been waiting for! No training skids, realistic flight dynamics, and "Stunt Mode"! In Stunt Mode, your copter reacts quicker, flies faster and will allow you to practice some truly insane and awe-inspiring moves like inverted flight, loops, barrel rolls, etc. If you can run the courses while inverted, simply put, "You da man!". You will need to get all Gold Stars in the training exercises to unlock the Ace Copters.

FLYING TIPS

When you ask the pros how to fly an R/C Copter they always tell you to 'fly the nose of the copter'. The best way to master the R/C Stunt Copter is to picture yourself sitting in the cockpit. Of course this would make you VERY small, but that isn't important right now. Just think about steering the nose of the copter as it relates to this very small version of yourself sitting in the Stunt Copter cockpit.

From the little version of yourself in the copter, rudder right will always turn the nose of the copter right, and rudder left will always turn the nose of the copter left. This sounds obvious enough, but go to Free Flight, change the camera to the 'walking camera' and see how difficult this simple concept is in practice. If you can fly the copter straight towards the screen and turn it in the direction you want to go with out losing control, you have mastered the concept of 'flying the nose'.

SCORING

Every level of the game has its own scoring criteria. Here is a run down on the major scoring items that will show up in many levels.

Landing

Most levels have a landing pad you will need to land on to finish the level. They are clearly marked by a bobbing arrow, when it is time to land. Try to set the copter down on the center of the landing pad for the highest score. Land on the exact center of the pad for a 'perfect' bonus.

Hovering

A hover area is marked with a bobbing arrow that is pointing up. To score a hover you must hold a constant height for a short time (OK, not really that short). Once the game recognizes that you are in the hover boundary, a pop-up hover meter will appear. You need to keep your copter over the hover target, while keeping as close to your original height as possible. You will get points depending on how little you vary your height during the hover, less movement will score higher. 'Lock' a perfect hover for the entire time the bar is on the screen for a 'perfect' bonus.

Shooting

Use the Action key to shoot the paint balls from your copter. You will get points for hitting targets. Some levels will score you on your shooting accuracy (percentage of hits vs. shots fired). So, on those levels, try not to get too 'trigger happy'.

Stunt Scoring

The game will give you extra points every time you perform a barrel roll, loop, tumble, inverted flight, inverted hover, 360°, or inverted 360°. If you perform the same stunt over and over, you will get fewer and fewer points, so try to mix it up. Most of the stunts will require you to be using an Ace Copter with Stunt Mode turned on. However, you can perform a 360° in any copter. The best way to learn how to do Stunts is to try out free flight (with an Ace copter), turn on Stunt mode (using the 'Toggle Stunt Mode' button) and go for it!

Stunt Modifier Bonus

This is where the points really start to get big. If you perform a stunt that is scored by the game, and immediately do any other action that is scored, you will get a Stunt Bonus that can double, triple, or even quadruple your score. For example, a landing pad might be worth 25,000 points, but do a loop and then immediately set down on the pad and you could get up to 75,000 points. Most of the levels in stunt mode will require you to do a couple of stunts to score high enough to beat the level. It is important to note that doing a stunt first can modify EVERY item that gives you a score. This really is the key to getting a very high score!

CREDITS

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Tom Tanaka

Elvis

Wing

TECHNICAL SUPPORT

Troubleshooting Documents Online!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- *Title of Game*
- *Platform*
- *A description of the problem you're having*

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Productions Support Fax: (949) 252-2820

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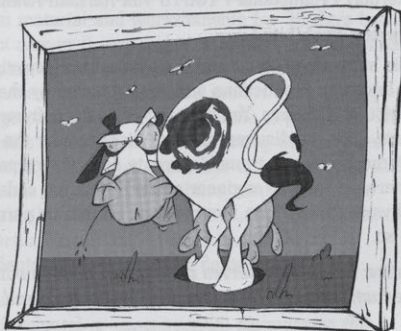
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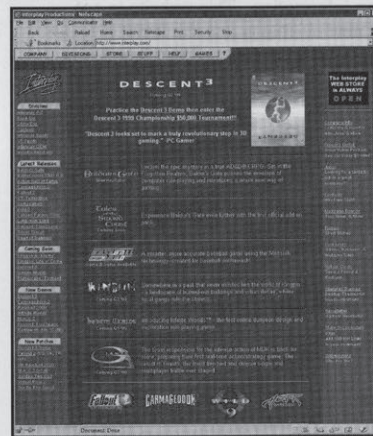
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Brian Fargo
C.E.O.

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